Scenes that Need to be Created for Video Game

1. Homepage/Instructions Page (or this will be on the website actually)
2. **Login/Save Page (This will be on the website too – or will it?)**
3. Title page
   1. Name of Game
   2. Background (Beach?)
   3. Start Button **(do I need a username login button here instead of on the website? Do some research here) – Should I just assign them a username? (Have 100 Usernames picked for potential participants between say 250 and 350, and then have a bunch of Usernames outside of that that score around them?)**
4. Start game button on whichever page
5. Forced-Choice Trials/Tutorial
   1. One of three buttons available 9x (3x each)
      1. Counterbalanced
   2. Ready to move on or do levels again?
6. Free choice trials
   1. All three play buttons available
   2. Scoreboard no info
   3. Scoreboard score info
   4. Scoreboard score and effort info
7. Reversal
8. Return to Free-Choice original preference
9. Link to Qualtrics Survey
10. Break screens in between

Need to figure out:

* Getting player scores onto a scoreboard
  + Random number generator for other players? Or having constant scores picked for others?
* Random rotation to counterbalance things?
* Watch the Godot Tutorials

Remember things like background colours, etc.